

**ANDREW “ENDER “ WIGGIN LEADERSHIP IN ENDER’S
GAME NOVEL (1985) WRITTEN BY ORSON SCOTT CARD :
A PSYCHOANALYTIC APPROACH**

PUBLICATION ARTICLE



Submitted as a Partial Fulfillment of the Requirements
For Getting Bachelor Degree of Education
In English Department

By:

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**SCHOOL OF TEACHER TRAINING AND EDUCATION
MUHAMMADIYAH UNIVERSITY OF SURAKARTA
2016**

APPROVAL

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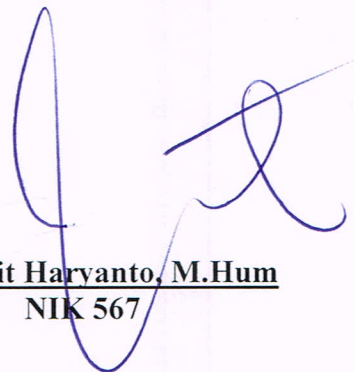
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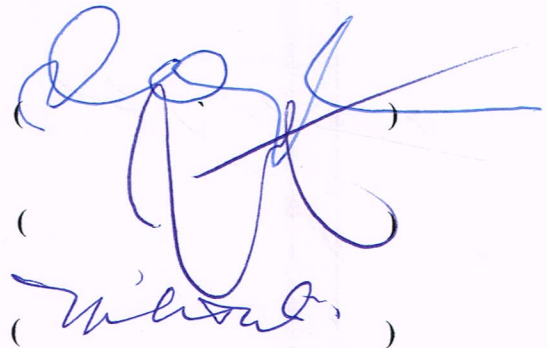
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Approach

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**ANDREW “ENDER “ WIGGIN LEADERSHIP IN ENDER’S GAME
NOVEL (1985) WRITTEN BY ORSON SCOTT CARD:
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Abstrak

Penelitian ini bertujuan untuk mendeskripsikan bagaimana sifat dan sikap seorang pemimpin dengan gaya kepemimpinan transformasional. Upaya menjadi contoh teladan bila berada di depan, mampu menghimpun kekuatan bersama bila berada di tengah-tengah pengikutnya, dan mampu untuk selalu memotivasi pengikutnya dan mengarahkan ke tujuan yang tepat bila berada di belakang pengikutnya, telah dicerminkan dalam novel Ender’s Game karya Orson Scott Card. Dalam novel ini juga akan diperlihatkan betapa penting rasa mengasihi musuh dan melindungi orang-orang yang disayangi dari ancaman luar yakni kehidupan bumi yang terancam oleh Bugger. Penelitian ini adalah penelitian deskriptif kualitatif yang dilakukan di bawah kerangka Teori Psychoanalytic. Penelitian ini menggunakan novel Ender’s Game karya Orson Scott Card sebagai sumber data. Beberapa kata, kalimat, dan dialog digunakan sebagai sumber data primer. Penelitian ini menunjukkan bahwa Ender sebagai seorang anak yang memiliki sikap kepemimpinan transformasional dan dihadapkan dalam beberapa masalah yang rumit yaitu tantangan pengucilan sosial, harus bekerja keras melawan norma-norma prototipe bagi para pemimpin di Battle School, menghadapi ejekan anak-anak yang lebih tua, meningkatkan rasa percaya diri pengikutnya, hingga mampu menentukan nasib sendiri dan meningkatkan efektivitas pribadi. Ender juga menghadapi halangan seperti: kesepian, dan isolasi. Hal tersebut telah mengasah Ender untuk mengembangkan empatinya dan menjadi pemimpin yang penuh empati dan simpati terhadap musuhnya.

Kata Kunci: *Ender’s Game, kepemimpinan, teori psychoanalytic.*

Abstract

This research aims to describe how nature and attitude of a leader with the transformational leadership style. The effort became a good example when ahead, able to muster strength together if in the midst of his followers, and able to motivate followers and direct to the correct destinations if a leader in the back of his followers, has been reflected in the Ender’s Game novel by Orson Scott Card paper. In the novel will also be shown how important a sense of love of enemies and protect those who cherished from outside threats i.e. Earth’s life is threatened by the Bugger. This research is a descriptive qualitative research conducted under the framework of Psychoanalytic Theory. This research use Ender’s Game novel of Orson Scott Card works as a data source. A few words, sentences, and the dialogue is used as the primary data source. The research indicates that Ender as a child who has the attitude of transformational leadership and exposed in several complex issues, namely the challenge of social exclusion, had to work hard against the norms of prototype for leaders in Battle School, faced ridicule the kids are older, increase the self-confidence of his followers, until he able to determinate and improve effectiveness himself. Ender also face barriers such as: loneliness, and isolation. It has been honed Ender to develop his empathy and become a leader that fully empathy and sympathy towards his enemies.

Keywords: *Ender’s Game, leadership, psychoanalytic theory.*

1. INTRODUCTION

All people are basically has the nature of a leader. Leadership can be developed based on the social interaction, family and their self. Leadership is a way to organize and give right order to the members in order to achieve the goal. Leadership is both a research area and a practical skill, regarding the ability of an individual or organization to “lead” or guide other individuals, team, or entire organizations. In US academic environments leadership is divined as ”a process of social influence in which a person can enlist the aid and support of others in the accomplishment of a common task”. A review of the leadership literature reveals an evolving series of “schools of thought” from “Great Man” and “Trait” theories to “Transformational” leadership.

Transformational leaders are able to demonstrate a broad constellation of skills that are within the realm of emotional intelligence. These leaders demonstrate personal competencies in self-awareness and self-management as well as the ability to manage relationships with others through social and organizational awareness (Boyatzis & McKee, 2005). They demonstrate an understanding of their strengths and weaknesses; they are self-motivated and empathetic to others around them; and they demonstrate the social skills to manage relationships with others and to navigate the dynamics of their organizational environment (Goleman, 2004).

Within transformational leadership a leader must engage in an adaptive and active approach to problem-solving, developing fresh approaches to long-standing problems and provide new options for existing issues and they take risks where there is reward and opportunity (Zaleznik, 2004). Beside, leader is a model of shared leadership in which followers are co-constructors of leadership with two-way influence and recognition of expertise (Jackson & Parry, 2011).

Leadership Strengths and Weaknesses demonstrated that is the foundation of leadership reflected and embodied the values in which he believed deeply (Kouzes & Posner, 2011). Transformational leader has a deep commitment to his values of friendship and camaraderie, justice and fairness. He was outwardly focused on others and cared deeply about their physical and

emotional well-being. He cared about the development of each individual's skills and abilities and knowing each individual's strength and weaknesses and how they could contribute to the whole. Good leadership demonstrated a high level of emotional intelligence (Boyatzis & McKee, 2005) through social awareness and relationship management.

Transformational leadership was the "glue" that held his team together (Jackson & Parry, 2011). Ender began with a vision of leadership, an examination of his values, and a bond of empathy and trust between individuals and among the team that made others want to follow him.

Ender demonstrated leadership on the battlefield through his adaptability that allowed him take an active approach in shaping ideas, rather than a reactive approach in responding to problems. He also demonstrated openness to new ideas and new options, and encouraged others to develop new ideas.

Sigmund Freud was the founder of psychoanalysis and psychoanalytic theories. These theories are based on the belief that developmental changes occur because of the influence of internal drives and emotions on behavior. From Freud's psychoanalysis theories psychologists were given one possible insight as to how the conscious and unconscious mind works. Freud believed that there is a constant unconscious drive in humans to seek pleasure, which he called the libido.

The major character Ender has a lot of psychological problems in his life. It deals with the id, ego and superego that are showed by Ender in this novel. Id's picture of ender's game based on the principle of pleasure, namely eros (love) and thanatos (death drive). The pleasure principle of eros or libido symbolized on Ender's sister Valentine (love), whereas the death drive be imaged on the dream ender against giant drink and symbolized on Peter, besides the urge to kill is also reflected when ender attacked Stilson. So can be conclude that the first Id seen of a love sense of Ender to Valentine, and the second Id seen on the hatred sense of Ender on Peter.

There is the reason why the writer chose this novel. The first is because this novel is interesting. The story about military and leadership, the genius boy. The second reason is the story make the writer curious, this novel have a mystery

that should be solve. The last because the major character has transformational leadership, so the researcher want to know how to interaction with people who has attitude as transformational leader.

2. RESEARCH METHOD

Type of the study used by the writer to make this research is descriptive qualitative research. The purpose of descriptive qualitative research is to analyze The Ender's Game novel (1985), psychoanalytic approach. The first step of conducting the research is determining the type of the study. The second is determining the object of the study. Then the third is determining the data sources. The fourth is determining the technique of data collection, and the fifth is determining the technique for data analysis.

3. RESEARCH FINDING AND DISCUSSION

In resulting of the research, the researcher draws some result as follows. They are the structure of Ender's personality dealing with Freud's psychoanalytic theory. The second part discusses about leadership. And the last part is discussion of the analysis.

3.1 Structure of Ender's Personality

As Freud discovered, the two drives are positioned in opposition to each other. This is represented in the book in several ways. First, Ender's two siblings, Peter and Valentine, represent hate and love. They are brilliant, but each flawed in their own way. Ender, the Third child, is the government's special case, in hopes that he will be the best of both elder siblings. He is a mix of Peter's pure thanatos, and Valentine's pure eros. Second, the plot is divided into two major sections. At battle school, Ender struggles with his unconscious desire to kill. At command school, he reconciles that urge with a newly developed empathy. Finally, the drives emerge as symbols in Ender's dreams and in the mind game.

Peter is the living embodiment of Ender's death drive. He is the oldest (thanatos is a more primary urge than eros), with "the soul of a jackal". He is

remorseless in his torment and destruction of others, and devotes time to creative ways to hurt people. Because Ender is the focus of Peter's anger (jealousy and envy draw Peter to pick on him), Ender (and his sister) have a repressed need to kill Peter for all he has done to them (183). This desire is later manifested when Ender is challenged by the school bully, Stilson. He acts on his unconscious desire and beats him senseless, unintentionally killing him. At this stage of development, his thanatos is in full control, though as we will see again later, it uses the libido's need for wish-fulfilment to accomplish the urge of death.

The first id of Ender seen when Ender attacked Stilson, there are so great encouragement for death: with a fixed strike and kick Stilson nose insistent though the Stilson already helpless.

The second id of Ender "appears when Ender against the Giants on the game of giant drink. The third Id seen on the pleasure principle of eros (love), it is imaged on love Ender to Valentine.

Then *Ego* deals with reality, trying to meet the desires of the *Id* in a way that is socially acceptable in the world. The ego also the component of the personality that is responsible for dealing with reality. Hall and Lindzey (1981: 37) that the ego is operated by reality principle that means gratification of instinct is delayed until an optimum time the human being can get the most pleasure with the least of unpleasant consequences. The *ego* emerges out of the *id* because we need to deal with the real world. The *ego* can be said to obey the reality principle (Hall and Lindzey, 1985:37). The function of *ego* is to express and satisfy the desires of the *id* in accordance with the reality and the demands of the *superego*. The *ego* is the executive of the personality, because it controls the action, select the futures of the environment to which it will respond and decides what instinct will be satisfied and in what manner. *Ego* is internalized and parental standards of "good" and "bad", "right" and "wrong" behavior. In Freud's theory, the *ego* mediates among the *id*, the *superego* and the external world. Its task is to find a balance between primitive drives and reality (the *ego* devoid of morality at this level) while satisfying the *id* and *superego*. Its main concern is with the individual's safety and allows some of the *id*'s desires to be expressed, but only

when consequences of these actions are marginal. *Ego* defense mechanism are often used by the *ego* when *id* behavior conflicts with reality and either society's morals, norms, and taboos or the individual's expectations as a result of the internalization of these morals, norms, and their taboos.

Ender very recognize that if someone to kill is bad, so that Ender feel sorry, full of guilt feelings, and it is shown on his attitude who to bemoan his actions. The last is superego, is based on morals and judgments about right and wrong. Even though the superego and the ego may reach the same decision about something, the superego's reason for that decision is more based on moral values. The superego's demands oppose the *id*, so the ego has a hard time in reconciling the two. Freud's theory implies that the superego is a symbolic internalization of the father figure and cultural regulations. The superego tends to stand in opposition to the desires of the *id* because of their conflicting objectives, and its aggressiveness towards the ego.

First the superego appears when there is the call of the soul who perceived Ender to protect the Earth and humans in General, in order not to be destroyed are attacked by bugger

Second, moral values don't do annihilation also experienced by Ender when find egg Queen Bugger. He did not destroy the eggs it but leave it alive and placed in the new colony in order to breed again.

The superego Ender looks at human values that shown by Ender, namely love other living beings, including the bugger, so Ender is trying give life again on egg of Queen bugger that was still alive so that to breed again.

3.2 Leadersip

Basically, leadership style can be categorized into three major styles – transactional, laissez faire and transformational leaderships (Burns, 1978) (Bass & Riggio, 2006). Transactional leaders believe that people are easily motivated by rewards and punishments. In consequence there are series of “transaction” being communicated between the leaders and their followers to explain how tasks must

be conducted and inform them the rewards for the job well done as well as the punishment for the failure (Avolio, et.al., 1991). Transactional leaders are also more interested in looking after their interests and share the benefits with their followers.

A passive kind of leadership style is laissez-faire leadership. Communication or relationship exchange between the leader and the followers is very limited. Laissez-faire leadership represents a non-transactional kind of leadership style in which necessary decisions are not made, actions are delayed, leadership responsibilities ignored, and authority unused. A leader displaying this form of non-leadership is perceived as not caring at all about others' issues (Avolio, 1999).

Transformational leaders, in contrast focus on intrinsic motivation and personal development of their followers. They provide a vision and a sense of organizational mission; inspire pride, respect and trust among their followers (Bass & Riggio, 2006) (Sivanathan & Fekken, 2002). Avolio et al (1991) argue that transformational leaders have done more with their followers than transactional leaders in motivating them to reach the organizational goals. Transformational leadership, according Avolio et al can exhibit various types of behaviour or dimension – idealized influence or charismatic, inspirational motivation, intellectual stimulation and individualized consideration.

In the Ender's Game novel offers lessons in the wide range of competencies that make up transformational leadership as well as co-constructing leadership with followers to create teams that are able to work toward a goal with a unified purpose.

Transformational leaders are able to demonstrate a broad constellation of skills that are within the realm of emotional intelligence. These leaders demonstrate personal competencies in self-awareness and self-management as well as the ability to manage relationships with others through social and organizational awareness (Boyatzis & McKee, 2005). They demonstrate an understanding of their strengths and weaknesses; they are self-motivated and empathetic to others around them; and they demonstrate the social skills to

manage relationships with others and to navigate the dynamics of their organizational environment (Goleman, 2004).

More importantly, Ender demonstrates the enduring truth about leadership (Kouzes & Posner, 2011). Leadership is not the product of an environment; leaders emerge from every type of society. Ender lived under strict societal controls and came of age in the challenging environment of military school. Leadership is not who you are. Ender was a “third” the youngest of three children, despite a two-child policy. Leadership is not about possessing abilities like intelligence and good ideas (Goleman, 2004). Ender is just one a number of students selected by the International Fleet that share these same qualities. Ender demonstrates the leadership that nice. Through Ender, described about the growth, development and emergence of a transformational leader.

Ender’s transformational leadership was the “glue” that held his team together (Jackson & Parry, 2011). Ender began with a vision of leadership, an examination of his values, and a bond of empathy and trust between individuals and among the team that made others want to follow him.

3.3 Discussion

The setting of the novel is in future. The writer of the novel, Orson Scott Card wants to show leadership within Ender’s self. The first part of this novel Ender is as third child that supervised by government, so in the ender’s neck hooked up monitor.

After removable monitor, then Ender was summoned by colonel Graff to be sent to battle school. From there, the leadership of the ender is formed. In the ender’s spirit leadership there are two parts. First is battle school, where Ender struggles with Thanatos, and second is command school, where he comes to understand eros. For Ender, the final battle is more than an alien conflict, it is the struggle between thanatos and eros. His victory is a result of the influence of both drives, and they can both claim some success in it.

Within Ender's leadership, this unconscious motivation to kill is manifested at battle school in his aggression toward his classmates and his enemies in the war game. Through isolation and manipulation of the games, the Generals in command push Ender to accept and utilize his thanatos (as they have seemingly done themselves). He feels they leave him no choice but to fight, even against his wishes. The internal struggle between thanatos and eros determines the outcome of every conflict he faces.

More importantly, Ender demonstrates the enduring truth about leadership. Leadership is not the product of an environment; leaders emerge from every type of society. Ender lived under strict societal controls and came of age in the challenging environment of military school. Ender was a "third," the youngest of three children, despite a two-child policy. Ender is just one a number of students selected by the International Fleet that share these same qualities. Leadership lies within all of us. Ender demonstrates this through his actions. Through Ender, can to be seen lessonabout the growth, development and emergence of a transformational leader.

As Ender's self-confidence increased, he was able to demonstrate leadership by increasing his follower's sense of self-confidence, self-determination and personal effectiveness. As Ender was able to reject the taunts of the older boys, he taught the younger boys a strategy for repelling the self-destructive properties of these verbal violence by having them recite the abusive words so loudly that they lost their emotional sting.

Bonzo stymied Ender's growth and development by refusing to let Ender have any meaningful role with his platoon in the battle game. Ender was able to turn a huge disadvantage early in his career into an advantage by developing his skills in observation and analysis and using this to foster his own growth and development and then to increase the effectiveness of those around him.

Just as effective leaders must be aware of the needs of those around them, they must also be aware of their own needs and develop strategies for self-renewal so that they can sustain themselves over long periods of power stress and self-sacrifice. While Ender was keenly aware of the physical and emotional needs of

his team, he lacked self-awareness to assess his own needs. At several points in time, Ender drove himself to the point of psychological burnout and physical exhaustion.

Like many in military settings, Ender realistically perceived that he did not have the same degree of control over his physical well-being. However, Ender came close to becoming a “success failure” as his personal strengths in his incredible drive and motivation to win became his greatest liability. Like many leaders, he was motivated and ambitious, but he also was blind to his limitations. The Battle School leaders also played a large role in pushing him to the outer limits of his physical, mental and emotional endurance in the war against the buggers. Ender helped the International Fleet win the war, and then slipped into a state of extreme exhaustion and apathy in a near vegetative state. Ender had been caught up in a cycle of self-sacrifice, but he was finally successful in renewing himself, pulling himself out of his emotionally drained, physically exhausted state as his own incredible survival strength that won out.

Leaders engage in an adaptive and active approach to problem-solving, developing fresh approaches to long-standing problems and provide new options for existing issues and they take risks where there is reward and opportunity. Ender demonstrated leadership on the battlefield through his adaptability that allowed him take an active approach in shaping ideas, rather than a reactive approach in responding to problems. He also demonstrated openness to new ideas and new options, and encouraged others to develop new ideas.

From the time Ender entered Battle School, he demonstrates the ability to positively influence organizational dynamics by creatively breaking up a clique. He also shrewdly uses a rule to his advantage—free play is free. No rule can be made against it. But Bonzo had blocked Ender’s growth and development, refusing to permit him to practice or battle with his own army. Ender overcame this obstacle by using a rule to his advantage and offering additional practices to launches, placing himself in a self-created leadership position. Ender never sought leadership as a means to wield authority and power over others, but approached this leadership role as a socially constructed reality with his

followers. Ender was a credible leader, maintaining a steady practice schedule and sharing new skills and enhancing the abilities of all involved.

Empathy is the bond between leaders and followers, and it is what allowed Ender to truly understand the emotions, perspectives and concerns of both his followers and his enemy. Ender instinctively picks on Bean, the smallest and youngest boy, treating Bean just as Ender had been treated initially. Ender immediately feels regret, but covers it up under the intense pressure of his follower's initial intense scrutiny of Ender's first acts as a leader of the Dragon army. Ender's self-awareness allows him to move past the mistakes of his superiors and forge his own values as a leader. Ender vows to watch Bean compassionately, moving beyond a place of merely understanding, to a willingness to act out of concern for Bean's well-being. Ender makes a promise to himself that one day Bean would consider Ender a friend and that Bean would excel as a soldier.

Ender demonstrated that credibility that is the foundation of leadership because his leadership reflected and embodied the values in which he believed deeply. He had a deep commitment to his values of friendship and camaraderie, justice and fairness. He was outwardly focused on others and cared deeply about their physical and emotional well-being. He cared about the development of each individual's skills and abilities in battle and knowing each individual's strength and weaknesses and how they could contribute to the whole. He cared about the development of friendship and camaraderie among his army and building a foundation of trust. His leadership demonstrated a high level of emotional intelligence through social awareness and relationship management.

Ender lacks insight into his own well-being and allows himself to become physically run-down. While Ender demonstrated a high level of self-awareness and self-knowledge in understanding and capitalizing on his strengths, he lacks the self-awareness of his own limitations. He has a keen vision for the future and the incredible drive and motivation to succeed and overcome challenges that are the crucible for greatness.

Youth and adults learn that leadership is built on a foundation of empathy and mutual trust and transparency. Ender had compassion for others and also for the enemy. Through Ender, they learn about the “light side of leadership” through an authentic leader who demonstrates the value of leadership to society in improving the lives of others. Through compassion for others, Ender improved his world by learning and cultivating his talents and sharing them for the mutual benefit of himself and his followers. Ender practiced leadership as parenting, promoting the growth and development of his followers so that they could become leaders themselves.

From Ender’s weaknesses, teachers and students learn the value of greater awareness of cultural diversity. They also learn the symbiotic interconnection between leaders and followers which must look out for each other and respect the personal limits of physical and mental endurance and the need for self-renewal in the face of self-sacrifice and unrelenting power stress.

Ender and the International Fleet succeeded because he embodied a transformational leadership style. Ender treated other youths as knowledge workers, and from Ender, they learned more about their own strengths and the contributions they could make in the war against the buggers. Ender sought out and recognized their contributions. He also could be viewed as a “post-transformational” leader because there was distributed leadership on teams and learning from success and failure. In this way, they won the war because they recognized the contribution of many minds, not just one.

Ender is compelling because he epitomizes effective leadership. He demonstrates that leadership is not just about intelligence or great ideas, that these are merely foundational skills. Ender teaches what is important in leadership and demonstrates that emotional intelligence is the foundation of leadership.

Ender had the ability to study his enemy and to know the enemy’s weakness. In business, while people recognize other’s strengths, they also take note of any weaknesses, utilizing this knowledge as needed. With his keen observation, assessment and adaptability, Ender knew from the beginning that the “enemy is our teacher.

4. CONCLUSION

After analyzing Ender's Game novel, the writer draws the following conclusion. First, based on structural element, it can be concluded this novel contains character and characterization, setting, plot, theme, point of view, and style.

Andrew "Ender" Wiggin is presented by Ender's Game as the major character who dominates the story of the novel. The setting of place which is used in this novel included some places, namely five places: North Carolina, Battle School, Fairyland/the End of the World, Command School, and the Colony. Setting of time in Ender's game novel is in the future. This novel takes place some time in the future. Ender's game was released in 1977, but at the time be imagined that people have learned how to create laptops (or tablet computers) and how to manipulate gravity and how to disrupt molecules.

Plot of Ender's Game novel as follow: Ender is one of those children. Andrew Wiggin's very birth was government-mandated - most families are allowed only two children, but the government requisitioned his birth. After a short six years of torment from his genius older brother Peter, and love from his genius older sister Valentine, Ender is recruited into the army after passing tests, and quickly rises to the top of the talent pool. Ender's only respite in life is the thought of Valentine, his compassionate older sister, who defended Ender against the vicious Peter. However, on Earth, Valentine and Peter are now working together to use their collective genius and drive world affairs. Peter does this with the dream of world domination in mind, and Valentine does this reluctantly, as more of a game that she can play to keep her excellent mind busy. Ender meets Mazer Rackham, hero from the previous war, and trains under Mazer. Ender is reunited - albeit over a headset - with his friends, who serve as some of his squadron leaders. They train together and enter the most intense training scenario of their lives-an invasion scenario run by Mazer. The scenario strains all of them, Ender most of all, who is nearly

driven insane. At the final test, Ender faces the biggest lopsided scenario of all and decides to cheat, to give up. In so doing, he actually destroys the simulated enemy, which turns out to be the real enemy all along - the Buggers. Ender is distraught, and refuses a military life for himself. Meanwhile, Peter reaches his goal and is named leader of the world. Valentine rejoins Ender, and the two go to a new Earth colony world where Ender discovers the egg of one single Bigger queen (which can spawn a whole new race of Buggers). It is his chance at redemption and he writes a short text from her perspective which becomes highly influential. In the end, Ender chooses an itinerant life, trying to speak for the dead, and trying to find a suitable place where Buggers can flourish once again.

Point of view within this novel is that Author's writing is deliberately lucid, almost to the point of simplicity, and it is for this reason that his books may be read by people of all ages. His simple style is especially appropriate as he describes the world of children rather than of adults. However, the fact that *Ender's Game* is as fun and informative for an adolescent as it is for an adult means that the novel is destined to be read over and over again by people at various stages of their lives. Card's novel conveys a timeless message, as there will always be children who can relate to Ender and adults who both remember what they once were and realize how similar that still is to what they are now.

Finally, style of this novel that the author has a unique writing style. The narrative of this novel is in third person mostly, but sometimes the author collaborates a first person narrator into the novel. "Do the buggers put on human masks, and play? Author takes us into the mind of Ender which gives the audience more knowledge of what is going on.

The last is theme. in this novel contain any theme, namely: The End Justifies the Means, Learn From His Enemies, Loneliness and Connection.

Second, based on psychoanalytic analysis, it is clear that there is a strong relation between the novel and one's life reality. The novel deals with the the id, ego and superego. Id's picture of ender's game based on the

principle of pleasure, namely eros (love) and thanatos (death drive). The pleasure principle of eros or libido symbolized on Ender's sister Valentine love, whereas the death drive be imaged on the dream ender against giant drink and symbolized on Peter, besides the urge to kill is also reflected when ender attacked Stilson. So can be conclude that the first Id seen of a love sense of Ender to Valentine, and the second Id seen on the hatred sense of Ender on Peter.

Then the ego operates based on the reality principle, which strives to satisfy the Id desires in realistic and socially appropriate ways. To satisfy the urge id is seen at the time ender attacked Stilson, as tanatos he remained attack with a kick although Stilson already powerless, but that because is based on so that the enemy does not underestimate him again, but in fact Ender didn't mean to kill him. Ego is also reflected that Ender never sought leadership as a means to wield authority and power over others, but approached this leadership role as a socially constructed reality with his followers. Ender was a credible leader, maintaining a steady practice schedule and sharing new skills and enhancing the abilities of all involved.

Further superego appears when there is the call of the soul who perceived ender to protect the Earth and humans in General, in order not to be destroyed are attacked by bugger. Superego is moral values doesn't do annihilation also experienced by ender when find egg Queen Bugger. He did not destroy the eggs it but leave it alive and placed in the new colony in order to breed again.

In the Ender's Game novel offers lessons in the wide range of competencies that make up transformational leadership as well as co-constructing leadership with followers to create teams that are able to work toward a goal with a unified purpose.

Transformational leaders are able to demonstrate a broad constellation of skills that are within the realm of emotional intelligence. These leaders demonstrate personal competencies in self-awareness and self-management as well as the ability to manage relationships with others through social and

organizational awareness (Boyatzis & McKee, 2005). They demonstrate an understanding of their strengths and weaknesses; they are self-motivated and empathetic to others around them; and they demonstrate the social skills to manage relationships with others and to navigate the dynamics of their organizational environment (Goleman, 2004).

More importantly, Ender demonstrates the enduring truth about leadership (Kouzes & Posner, 2011). Leadership is not the product of an environment; leaders emerge from every type of society. Ender lived under strict societal controls and came of age in the challenging environment of military school. Leadership is not who you are. Ender was a “third” the youngest of three children, despite a two-child policy. Leadership is not about possessing abilities like intelligence and good ideas (Goleman, 2004). Ender is just one a number of students selected by the International Fleet that share these same qualities. Ender demonstrates the leadership that nice. Through Ender, described about the growth, development and emergence of a transformational leader.

Ender’s transformational leadership was the “glue” that held his team together (Jackson & Parry, 2011). Ender began with a vision of leadership, an examination of his values, and a bond of empathy and trust between individuals and among the team that made others want to follow him.

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